

Mechanical Memories Magazine

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The only UK magazine dedicated to Vintage Penny Slot Machines

Mechanical Memories Magazine

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Editorial

Hello, and welcome to issue 38 of MMM. Entry forms for our auction on 29th Nov. are included in this issue, which prompts me to digress. Over the years, many readers have told me that they didn't know their subscription was due for renewal. When your subs. are due, there WILL be a yellow renewal form included with your last magazine. To all those who have sworn blind that they didn't get one, I can only assume that the magazine was taken out of the envelope, with the renewal form left therein and thrown in the bin. Trust me, I don't forget to include the form – I need your money! Once I get the auction out of the way, I shall probably look at affixing small reminder labels on the front of the envelopes, but in the meantime, please check before disposing of the envelope.

Now, back to the auction. Every year I say I need to get the entry forms returned by the closing date, in order to get the catalogue produced, printed and in the post; and each time the deadline comes and goes, and I'm still waiting for entry forms. So please please please get them returned to me by the closing date of 9th Nov. Incidentally, some of you have asked why I don't send the entry forms out earlier in the year. Simple really, you'd just lose them or forget about them. So fill them in now whilst it's fresh in your mind. Anyway, more on the auction further on in the magazine, including a few thoughts from Jeremy on page 16.

And finally, some of you have ordered back issues and are still waiting for them. Don't worry, I haven't forgotten (and that includes you John over the pond). Some time ago, I had to have some of the earlier issues reprinted, and now find I've run out of some of the other issues, which I had hoped wouldn't happen. Two in particular (issues 9 and 12) had colour front covers, which is going to be bloody expensive to reprint in small numbers, so I might have to print those myself. Anyway, I hope to get this done in the next week, so please bear with me.

Well, that's it for now

All the best

Jerry

News and Coming Events

Central England Vintage Coin-op Collectors Show

Yes, it's that time of year again, and the UK's biggest vintage coin-op event is fast approaching. Last year's event was a great success, and I'm hoping we will be able to build on that success this year. I have a really good feeling about this year, as we already have over sixty lots committed for the auction – and that's before the entry forms have even gone out!

For those of you who will be attending for the first time, the event is intended to be a 'slotties' social'; a chance to meet up with old friends and to make new acquaintances, and to hopefully spend some money whilst you're there! There will be spares, books and paperwork etc. on sale in the morning, with the auction forming the focal point in the afternoon. It is a really comfortable venue, with refreshments available throughout the day. And as an added bonus, there's a bar!

More details on the centre pages and in next month's magazine. Make sure you don't miss the biggest and best event in the year!

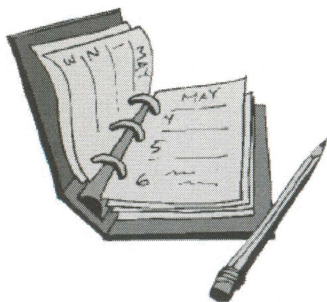
My New Website

Having had to learn how to switch on the computer a few years ago, in order to produce this magazine, I have now taken another quantum leap into the 21st century! I have for some time wanted to set up a website, but have been discouraged by the immense time that would be required to learn all the coding and other complicated stuff. However, a couple of weeks ago, I discovered webeden.co.uk, who provide a free site, with site editing tools which are really easy to use; truly web construction for idiots!

The site is intended to promote my arcade in Brighton, and will in time also be used to promote this magazine and our November auction (I might even set up another site for the magazine). There's not much on it so far, in fact the only page that's finished is the links page. Here I have set up links to some of the larger venues with vintage machines, such as Wookey Hole and Watermouth Castle. I also have links to the pennymachines site and to Melvyn Wright's Bryans site.

Anyway, if you have a couple of minutes to spare, take a look. I'm hoping it will have a little more content by the time you read this.

www.mechanicalmemoriesmuseum.webeden.co.uk



Dates for your diary

Joby Carter's Fairground & Circus Auction 25th October
White Waltham, Berkshire

Bonhams Fine Mechanical Music Sale 10th November
Knightsbridge

MMM Vintage Slot Collectors' Show & Auction 29th November
Coventry

Christmas Day 25th December
(Sorry, I just included this to try to fill up the page)

Don't forget – if you know of any event which would be of interest to readers of the magazine, please let me know so that I can include details in these pages.

Joby Carter **PRESENTS**

THE

FAIRGROUND



AND



CIRCUS AUCTION

AUCTION DATE: SUN 25th OCTOBER
WHITE WALTHAM, MAIDENHEAD, BERKS UK

TEL: 01628-829901 / 07767-870775

EMAIL: INFO@CARTERSENTERTAINMENT.COM

WWW.CARTERSENTERTAINMENT.COM

Joby Carter's Auction

Well, I'm sure you will all have ordered your catalogues by now, and if you haven't, there's still time to place credit card orders by 'phone. There's a really good selection of fairground art, carved work and memorabilia on offer, plus books, circus posters and flyers etc.

The slot machines on offer include a considerable number of 'lower end' bandits, so there may be some bargains to had here. There are also a few allwins and other wall machines, including a Bryans Bullion. Of particular interest is lot 250, which is described as a rare Steer-a-Ball machine. It is actually an S & L Forth Bridge, of which only two are known to exist, so it will be interesting to see what this makes.

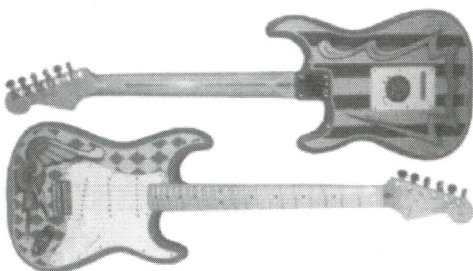
A focal point of this year's event will be the charity section, where a number of well known fairground artists have been asked to submit work to be auctioned for the Teenage Cancer Trust. There are some really nice pieces of traditional fairground art by artists such as John Pocket and Pete Tate, but Joby has come up with something a little different by decorating a Stratocaster guitar, donated by Fender. All pieces submitted are unique 'one offs', and I'm sure this section will be well supported, as it is a very worthy cause.

It was good to see so many familiar faces last year, and I do hope to be able make it this time, so I look forward to seeing you all again.

Jerry



Charity piece by Mark Gill.



Charity piece by Joby Carter

Dreamland

MARGATE

Save Dreamland Update October 2009

Our proposals for the world's first amusement park of thrilling historic rides, originally launched by the Save Dreamland Campaign in April 2007, has moved several steps closer over the past few months after some intensive activity from the three organisations bringing the project forward: The Dreamland Trust, Margate Renewal Partnership (part of Thanet District Council) and Margate Town Centre Regeneration Company (MTCRC – the owners of the site).

In March Margate was visited by the Government's Urban Panel (made up of the Commission for the Built Environment and English Heritage), and Dreamland was on their list of places to visit. I did my best to excite them with our vision whilst standing on the top floor of the Arlington Tower (the ugly grey tower block next door to Dreamland) looking down over the remains of the once great amusement park. I knew that this was an influential group.

I am pleased to say that, not only are they supporting the Dreamland project, they have singled it out as the single most important project in the town. The report concludes: "The Panel urged that the vision of Dreamland re-opening as the first and nationally unique heritage fairground be promoted with urgency and drive and without unnecessary burdens...Accordingly, Trust, Partnership and Authority were urged to turn all necessary attention to the re-emergence of Dreamland".

We formally launched our proposals on 15 March at a special party in Margate called 'I Dream of Dreamland'. The plans had been produced by Levitt Bernstein Architects, working with Jean-Marc Toussaint and Locum Consulting.

Our vision is that Dreamland will be a striking 21st Century attraction. It will build on Margate's unique cultural heritage as the first seaside resort, as the location of one of the earliest seaside amusement parks, and now the home of the oldest surviving rollercoaster in the United Kingdom. With its unique pedigree, Dreamland in Margate will be the national centre for the preservation and celebration of the heritage and culture of seaside amusement parks and popular seaside entertainment.

Next issue, I will tell you all about our grant applications. We should know whether or not we have been successful by then!

Nick Laister

Chair of Trustees, The Dreamland Trust

www.dreamlandmargate.com

Discount Copies of 'Pennies by the Sea' exclusive to MMM readers!

**Signed copies of
'Pennies by the Sea: The Life and Times of Joyland
Amusements, Bridlington' by Nick Laister
are available for all readers of MMM.**

Pennies by the Sea is the first book to be released on the phenomenon of the seaside amusement arcade, based around the history of what was one of Britain's largest – Joyland Amusements in the East Yorkshire seaside resort of Bridlington.

Written by a leading authority on the coastal amusement and tourism industry, this authoritative and comprehensively researched book is a rags to riches tale of how a glove seller from Sheffield market turned a collection of buildings on Bridlington seafront into a palace of fun with slot machines, fairground rides and amazing sideshows.

It also explores life in this most extraordinary of worlds, based on interviews with people who worked at Joyland and other arcades in Bridlington from the 1930s to the present day. Enter a wonderful world of long days, colourful lights and enormous innovation, an insight into a way of life that once existed at seaside resorts up and down the country but has now largely disappeared.

The book is available at £11.99, which is £2 off its recommended retail price. To order a signed copy, please send a cheque for £14.98 (which includes £2.99 postage and packing) made payable to 'Joyland Books' to:

Mechanical Memories Magazine Offer
Joyland Books
Southcombe Farm
Southcombe
Chipping Norton
Oxfordshire
OX7 5QH



First Impressions

By Stuart Dale

It was holiday time once again and this year we decided to return to the Isle of Wight, and for me the highlight of the holiday was going to be a visit to the Arreton Barns craft village. Yes you guessed it.... they have a vintage penny arcade! I have been to Arreton Barns before and at that time they only had a handful of machines, but I had been told that they now had a very impressive collection. Anyway, the day of the visit finally arrived and as we made our way along the A3056 from Sandown to Arreton, I started to imagine the type of machines I might see. As the coach turned in to the car park, I made one final check of my camera, yes all was ok and the battery was fully charged.

We got off the coach and set off in the direction of the Dairyman's Daughter (don't worry....*that's the name of the tea rooms*) and as we passed under the wooden archway I spotted the vintage arcade to my right. As I walked through the doorway, my heart started to sink. I looked round the arcade, which in itself was fine, but half the machines were repro's and working on new 2p coins.



Don't get me wrong, there were a few vintage machines and it was a good set-up for the day-trippers, but as a true slottie I felt a little disappointed. I took a few photos and played some of the machines, we then made our way to the tearooms for a spot of lunch. The lunch and the service were very good and reasonably priced too. After lunch and a good moan about the arcade, we started to explore the numerous buildings and shops of the craft village.

As we made our way up to an area known as Jacob's Yard, I caught sight of a Bryans allwin just inside the doorway of Mallishag's gift shop. As I got closer to the shop, I could see more vintage arcade machines inside, and the nearer I got to the doorway the more my spirits were raised. Then the penny dropped (pun intended) THEY MUST HAVE TWO VINTAGE ARCADES!!!!!!



Above, Mills 'Cathedral' stereo viewer, Roll out the Barrel and a very nice Steer-a-Ball machine.

Left, a general view showing some of the wall machines.

As I made my way to the change machine for a handful of old pennies, I heard my wife mumble something about going to look round the other shops. She's had me a long time and she must have realised that she would cease to exist once I started to play the machines. This was better, it was just as it should be, all the machines in this arcade were playing on old penny. To the left of the main doorway stood a selection of the larger machines: crane, working models, Ahrens two player football game, strength tester, laughing sailor and more. To the right hand side stood a good selection of vintage wall mounted machines, and also some nice oak cased what the butler saw and steer-a-ball machines.

I must have lost track of the time because I suddenly became aware of someone watching me from the corner of the room. I turned round and there she was with a carrier bag in each hand, "Are you going to be long?" she asked, "These bags are getting heavy and you have been in here for nearly an hour now and the coach will be going soon." I put the last of my old pennies into the laughing sailor and we all went away happy. If you are ever on the Isle of Wight, make sure you put Arretton Barns on your list of things to see. It is well worth the visit.



*Bryans Fruit Bowl, R&W Hat Trick and Fill 'em Up,
and an interesting Passion Test. Does anyone know anything about this?*

Brighton No. 2

I mentioned briefly last month my new venture in Brighton: the number 2 arcade. The arcade is situated within the Carousels complex, operated by ex travelling showman Owen Smith. Carousels includes a large food takeaway, restaurant, bar, and best of all, a set of gallopers on the beach, and is about five hundred yards away from my number 1 arcade, *Mechanical Memories*.

My plan was to have the arcade up and running by the end of June, thus allowing a few weeks to iron out any problems. The end of June came, and none of the machines were ready, so the deadline was moved to the start of the school holidays. The start of the school holidays came, and none of the machines were ready, so the deadline was moved to the beginning of August. Well, the beginning of August came and we were already two weeks into the school holidays, and none of the machines were ready. By this time, in addition to my twelve hour days travelling to Brighton, seven days a week, I was working till the early hours at home, desperately trying to get machines ready to operate. It's funny, isn't it, that a little five minute job ends up taking three hours.

Anyway, I eventually got the arcade open ready for the bank holiday weekend. If you count the Bryans Four Square as 'four', there are twenty-four machines, although there will certainly be more next year. At this point you may well be thinking, "We know this bloke's pretty damn good, but how does he manage to run two arcades?" Well, No. 2 more or less runs itself. All the machines operate on 'new money', and I've installed a change machine, so there's no need for anyone to flog old pennies. There are double doors between the bar and the arcade, so Carousels' staff can keep an eye on things. In addition, a member of staff wanders round from time to time at the weekends.

Unfortunately, the arcade won't be operating all year round, as the gallopers are always pulled down at the beginning of October, and stored in the bar and arcade. So it will reopen next year in March.

Now, you may already have tried to identify the machine on the front cover. You're probably thinking, "What is it? I've never seen one of those before. I wonder who built it and how old it is)? Well, it's called **See-Saw**; no, you've never seen one before; I built it, and it's about two months old. It's one of about half a dozen wall machines I had planned to build for the arcade, but one of only two that are actually finished. The game is very straightforward: On insertion of a 10p coin, the right-hand knob is turned and a ball pops out at the top of the playfield. By turning the left-hand knob, the player rocks the see-saws in an attempt to guide the ball to the bottom centre of the playfield. If successful, the player's coin is returned.

When I was half way through building the machine, I began to think it was a total waste of time, as I thought the ball might be uncontrollable. As it turns out, it's a fun game to play and not too difficult to win – just what's required of a repeat play machine.

The picture on the front cover probably isn't very clear in black & white, so I shall post some pictures on the pennymachines site.

Coventry '09

Sunday 29th November is the big one! Now established as the biggest vintage coin-op event in the UK, our Central England show is not to be missed. We're at the Coundon club again, so there's no excuse for getting lost, and for those who will be attending for the first time, it's pretty easy to find anyway. Entry forms for the auction are included in the magazine this month, so please return them by the closing date of Monday 9th Nov. Please also try to include pictures of all machines entered – either by returning with the entry form, or emailing separately. As many as possible will be included in the catalogue, and in addition, we will be posting all pictures on the pennymachines website, as we did last year.

Once again, I'm setting the catalogue cover price at £5 – but MMM subscribers will still be charged the reduced rate of £4 as previous (when paid in advance). Please DO order your catalogue in advance, rather than turn up on the day expecting to buy one on the door, as it's very difficult to judge the print run this way. If you wish to pay by Paypal, simply make the £4 payment to my email address.

For those of you attending for the first time, we do allow children to attend, as I think it is important that we encourage children to take an interest in our hobby; they are potentially the next generation of collectors. Strict rules apply though: no small children, toddlers or babies; parents to supervise their children at all times, and please let me know in advance that you will be bringing children. Naturally, any disruptive brats will be asked to leave immediately, with their parents.

So, please get those entry forms in; order your catalogue and.....

See you on the 29th Nov.

Central England Vintage Coin-op Collectors' Show and Auction

Coundon Social Club, Coventry CV6 1GP
Sunday 29th November 2009

Auction Entry Form

Please give details below of the items you wish to submit for the auction. Give brief but concise descriptions such as: 'Oliver Whales Easy Perm allwin, very good working order on old penny play.' If you have a large number of entries and need more room, continue on a separate sheet of paper. Fill in your personal details on the reverse of this form, order your catalogue, then return to: Jerry Chattenton, 10 Bedford Road, Dartford DA1 1SR. Please try to include pictures of all machines. We will try to include as many as possible in the catalogue.

Important: All entries for the auction must be received by 9th November

Item description	Reserve

Name:

Address:

.....

.....

Telephone Number:

Email:

Enter Payment Amount

I wish to order (enter quantity) catalogue(s) @ £4 each. £

I enclose £2 per lot entered with a reserve. £

I wish to book a sales table @ £15, including catalogue. £

I will be selling the following items:

Please note that sales tables are intended for:

books, spares, paperwork, memorabilia etc.

With the exception of Gumball and small venders of low value,
machines must be entered in the auction.

I enclose a cheque for the following amount:

£

ALL MONIES MUST BE PRE PAID

Please make cheques payable to: Mechanical Memories Magazine,
and return to: Jerry Chattenton, 10 Bedford Road, Dartford DA1 1SR

Please note: It is accepted practice for the auctioneer to sell 'within a bid' if a lot does not quite reach its reserve. If you do not want us to do this, and your reserve is the absolute lowest at which you are prepared to sell, mark it **Firm**.

An entry fee of £2 is payable on all lots with a reserve.

A 6% Seller's premium will be applied to all successfully sold lots.

This event is organised and promoted by Mechanical Memories Magazine.

Enquiries: Jerry 07710 285360 email: jerry.mmm@tiscali.co.uk

Central England Vintage Coin-op Collectors' Show and Auction

Sunday 29th November 2009
Coundon Social Club, Coventry CV6 1GP

**Entries now invited for all vintage coin-operated
amusement machines, vending machines,
gumball machines, books & paperwork,
fairground artwork & memorabilia,
old advertising etc.**

Buyers and sellers premium just 6%

*** * * * ***

Sales tables £15 (includes catalogue)

*** * * * ***

**Catalogue price £4 for MMM subscribers
(when ordered in advance)**

Reserve yours now!

**Cheques to:
Mechanical Memories Magazine
10 Bedford Road, Dartford DA1 1SR**

Going Once, Going Twice ... Why keep going at all?

By Jeremy Clapham

Of course I'm talking about the live auctions that Jerry runs and I generally get in the way at. We've run five now, three in Coventry and two at Sarratt in Hertfordshire. I thought I'd take this opportunity to give some insight about how we'd like to see them progress and perhaps some tips as to how you the punter can get the best from them.

First a little history. Be clear, if it hadn't been for Jerry we would never have got the first one off the ground in Coventry. I suggested trying a live auction in response to general muttering on the Pennymachines website. It had always been my intention to get a social event up and running on a grander scale to the ones I'd run when I was in the pub game, and a vague threat from a collector friend to pack it all in and allow me to dispose of his thirty odd machines provoked me to say "let's have a go then". I don't think I was really too naive about what was involved, as I had done several events on my own and with Steve Hunt and John Hanson. However, the mistake I made was to try and emulate what had gone before, whilst Jerry (very correctly) steered us in a more effective and tighter direction. I don't know about Jerry, but I was astonished at how much work was going to be involved in getting all of the little things done that would go towards making the events a success or not. It seems from the feedback we get, that generally speaking everyone enjoys what happens, but true to say that there have been times when we two have sat down at the end and said "That's the last one!" only to stumble on and have another go six months later. So why is that?

We do as much of the forward planning as we can regards venue, refreshments, I.T. system, trade tables and being legal etc, but at the end of the day we can't estimate how many tables we need to hire, the programme, all the printing and marketing etc. until we know what lots are being entered. And that's the most critical thing, because no lots means no auction. To be fair, vendors like to keep their options open until the last minute and who can blame them. If I were to sell my own machines I'd prefer to wait until the last minute before committing it to an event several weeks in the future. The problem is the running order needs to be decided and the catalogues are most affective if they go out and tease the buyers a week or two in advance and not only a couple of days. But if we don't know what's turning up we can't do that, then we are guilty of accepting late entries on the day which does nothing to the smooth running let alone finishing on time. The amount of frantic last minute changes to catalogues, I.T. system, running order etc. leads to very late nights and early mornings for someone in Dartford and real flying by the seats of pants for the Coventry team on the day.

I think everyone understands that in order to be able to pay vendors on the day we have to do the double queuing at the end and we seem to have got across the message that doing deals in the car park is severely frowned upon. From our side we've learnt that unplugging the computer in mid auction or relying on a venue where the 'gaffer' gets drunk and threatens to start chucking machines off tables to establish his authority are best avoided. So how do we all get the best out of this? I think we all want the same thing:

1. A great day out
2. Good venue
3. Lots of machines and spares
4. What is in the programme being what turns up on the day
5. Finishing smoothly and on time
6. Good refreshments and clean toilets.

Generally speaking I think we do the above, but perhaps without the confidence that numbers 4 & 5 will always be achieved. My view is that we need to ask vendors to stick to the lead time for submitting lots so the programme can do its job and entice the slackening of purse strings. Also, we shouldn't accept last minute entries on the day. Looking at the figures over the auctions we've done confirms if your lot is in the catalogue (and consequently advertised) it does better than those entered late and not advertised. Sadly, even highly sought after items entered on the day tend to do badly. I guess people plan before hand what they're going for, and even though a surprise gem attracts a lot of interest on the day, people still bid on what they've been drooling over in the catalogue, merely chucking a 'half hearted' punt or two at the stranger of the day. We also need to stick rigidly to the ground rules and not make exceptions for anyone. Things like 'No lots to be paid for and removed from the saleroom until the end' must apply to all, it's no good on the day saying you didn't know and have to go; it's only fair. So that's how I'd like to go forward, what do you think, after all it is your day?

I can honestly say that the last couple of years or so have been really fun, it's been great to put faces to names and to see how old and ugly we're all becoming. Thanks for being there.

Jeremy Clapham

Playing the Slots Part 4

By Robert Rowland

A new day, another new slot to play. Today I am visiting Bingoland in the High street here in Mablethorpe in the 1960s. A fairly small arcade, compared to some others, which also boasts a bingo (hence the name). I am really looking forward to playing an electro-mechanical machine today, it is situated about fifteen machines down the left-hand wall, and is called **Electrodart**. I now enter the arcade, get six paces in the door and OUT OUT OUT OUT! The attendant in there, who I know as Bumble, is throwing me out, walking me back out through the main door! For what? That's OK, because it is now 11.45 am and I know in another fifteen minutes he will be on his dinner break, 12.00 till 1.00.

There he goes up the High street on his pushbike, "Bye". I now enter Bingoland for a second time. It's pretty busy, I can hear the bingo going full swing; red on it's own, number three, yellow two and four, twenty-four etc etc. I make my way to the slot in question, Electrodart, a nice little compact electro-mechanical wall machine, maker unknown, The front glass shows a large dartboard, the numbers are positioned in sequence, identical to the numbers on a standard dartboard that you would find in any public house. The idea is, insert penny in slot, press button in to set electric dart going round the dartboard, then release button to stop dart. Land on numbers 13,14,15 to win 3d; 16, 17,18 to win 6d and the magical 19 or 20 pays 12d. I just love playing this game.

Let's play. Penny in, button pressed, click click click etc. Release. That jumped off the 20 and onto the 1! Let's try again, click click click, release button, Ahh, just too early, stopped on the 5 (one before the 20). Again, penny in, click click click, release button.....Winner! I've landed on the 18, a bell inside the machine is ringing, and now chung chung, 6d is returned to me in the payout cup. The electric dart, upon payment, had moved off the winning number onto the next losing number. I assume this stops anyone saying that the winning number hadn't initially paid out, but what's strange about this win is that I actually held the button in, released it at the 20, yet after the release, the electric dart continued two more positions onto the winning number 18 (this after I had let go) then paid out 6d. I am not complaining though! I've got a feeling with this machine that no skill is involved at all. This machine appears to payout at certain times irrespective of when you let go of the release to stop button.

I really do enjoy this game though, there's something about the noise of that uniselector inside doing its full cycles and the sound of the bell ringing when a win is achieved. Very addictive, this is amusement at its best, and as I found out, if you put enough pennies in you will eventually get the jackpot of 12d.

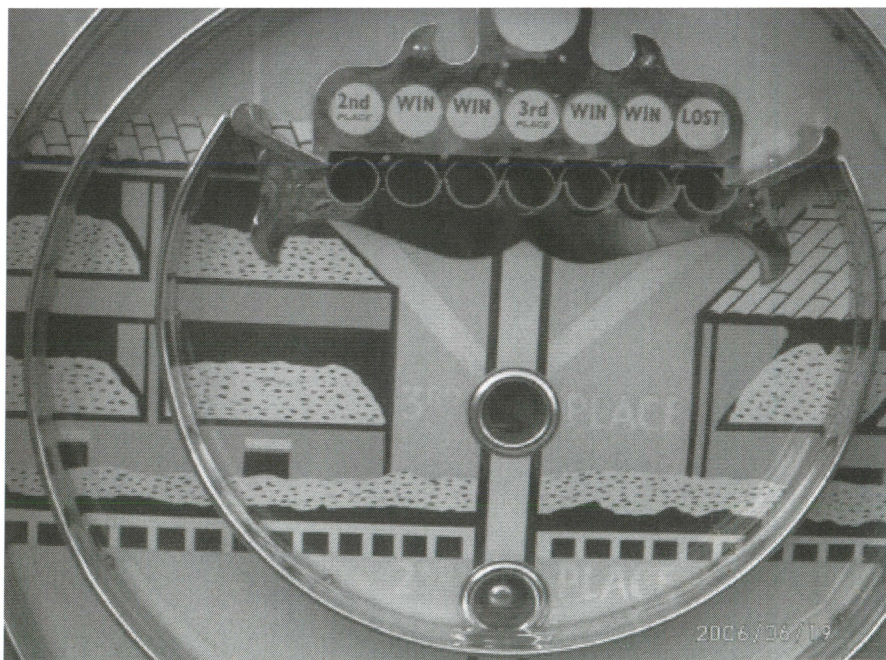
That was fantastic fun to play. Oh, my mate has just informed me that he's spotted Bumble pushbiking up the High street, after his dinner break. So, I shall now leave Bingoland, slightly worse off in the spending money pocket, but feel that I have been very well entertained for the money I spent. Great game! Now it's off home for my dinner, then I will return in the afternoon to play more slots.

Years later, I now own an Electrodart in my personal collection. The great memories of the 1960s come flooding back as I play this slot today. Happy days.



I am now hoping to enter one of the larger arcades here in Mablethorpe's High street; it's called Funland. My aim is to play a favourite allwin of mine here in the 1960s, made by Wondermatics of London in the '50s, called **Win and Place**. This slot is situated right at the back of the arcade, so if I can sneak in past the attendants without being spotted, then I should be OK for a while, as the attendants very rarely patrol the back end area.

It's a lovely looking, smallish slot, seven cups along the top, reading from left to right: 2nd place, win, win, 3rd place, win, win, then finally the lost at the right end. There is a feature with the second and third place. If you flick the ball into a win cup, you would win 2d, unless there was another ball in view in the 2nd place, then your win would be 4d. If a ball was in 2nd and 3rd place, then a win cup would be worth 6d. Now, with this win and place comes a little cheat. The aim is to initially get a ball into a win cup (which if payout knob is turned would pay 2d), but don't turn the knob, keep the win stored. Now if you land a ball in the 2nd place, this will be a win (normally a 2nd place pays nothing, but with a ball stored in win, this alters the equation). You now turn the payout knob once, meaning the initial ball in win would pay 2d, and the ball in 2nd place drops down inside into the win (which you leave stored again). So now, every ball that lands in 2nd place is a 2d win! If you get a third place, leave it, do nothing, you still then need a 2nd place to give you a 4d win, plus one ball still stored in the win.



Win and Place detail, with ball showing in 2nd place.

If the ball lands in a win, you very quickly turn the payout knob for your 2d win, that releases the stored ball, pays 2d, and the latest win ball then becomes stored in its place. Maybe sounds confusing, but ever so simple. Basically, with a ball stored in win, the only way you lose is if the ball is fired in the lost cup at the right end. Yet despite only one lost cup, it's amazing the amount of times the ball ends up in lost.

Well, I have managed to play this slot the way I have described for about twenty minutes. I am actually 6d on top! It's been very challenging, a lot of fun, and the little cheat adds to the excitement. The attendant has just come up to me and told me to take a walk, saying I am not giving anybody else a chance to play this machine. Oh well, I will be back, even if it's only on this particular attendant's day off.

As I say, the Wonder's Win and Place was one of the more common allwins around in the 1960s, also it was one of the more popular slots at that time. I am pleased to report that I do have a Win and Place in my personal collection, and the moment I drop a penny in the slot, it instantly brings back wonderful memories of Funland here in Mablethorpe in the 1960s. A great place to be. Now home for tea.

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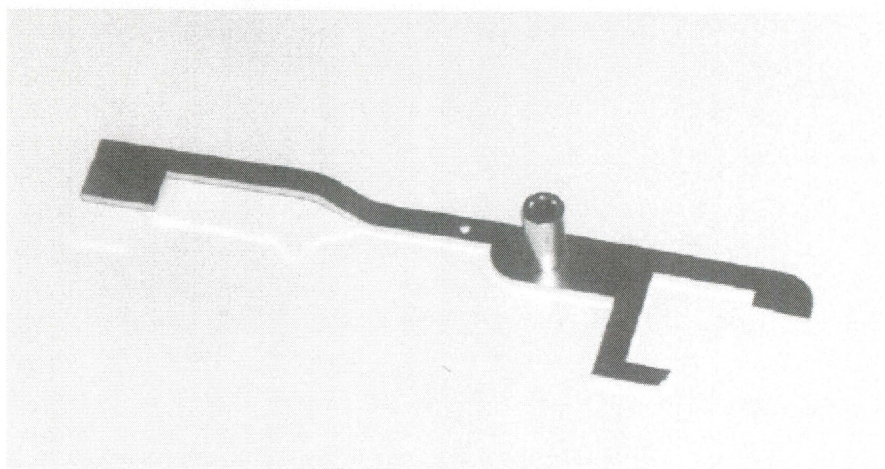
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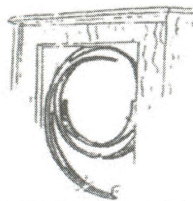
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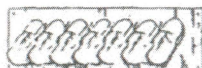
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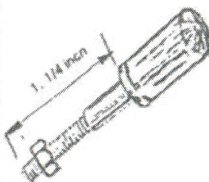
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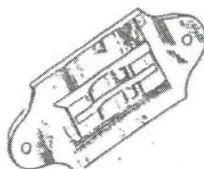
Win Tabs. Red printer
on Silver foil sticky
backed 12 on a sheet



CHROMED 7 ball win
gallery. 6 x 1.9/16



CHROMED THUMB
STOP



COIN SLOT
to suit 2p but can
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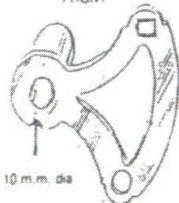
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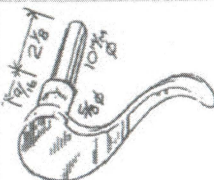
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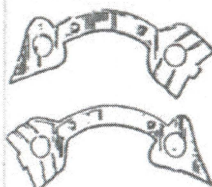
CHROMED TRIGGER
FRONT



10 m.m. dia



TRIGGER



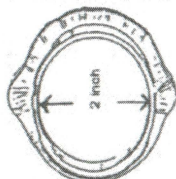
CHROMED ARROWS
Reversible.

CHROMED PAYOUT BOWL

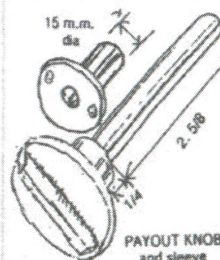


2.5 inch dia cup 2 x 0.25 inch fixing
squares at 3.75 inch centres.

CHROMED KNOB SHIELD

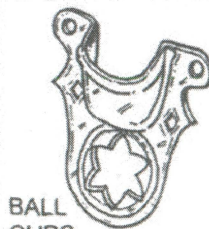
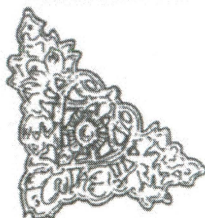


2 x tapped M5 fixing holes on
extended nipples 2.1/2 centres.

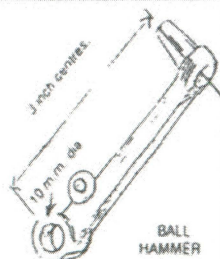


PAYOUT KNOB
and sleeve

SPANDRELLS



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CUPS



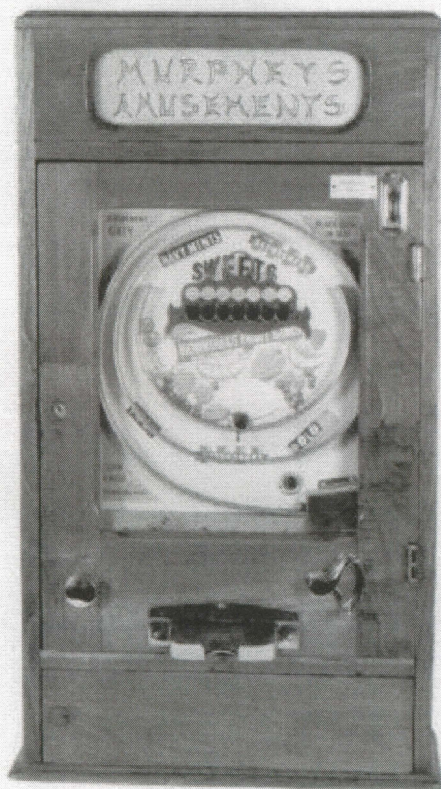
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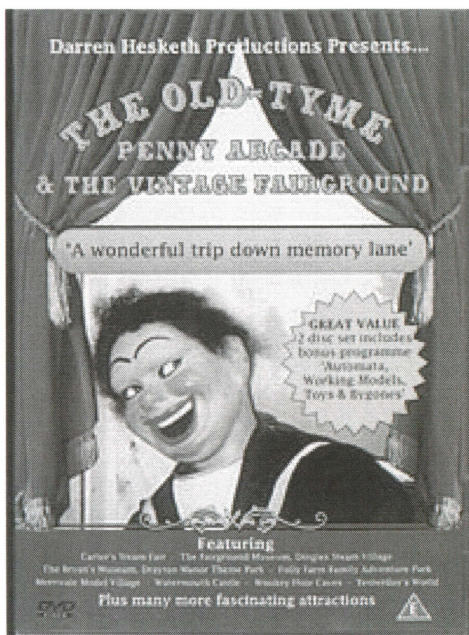
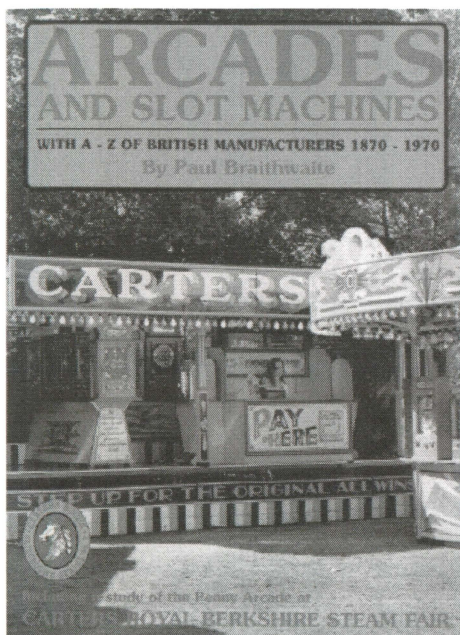
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